STRATEGIC SIMULATIONS INC UNLEASHES NEW GAMES, IMPROVED SECOND EDITIONS, UPDATES, AND DATA DISKS JUST FOR YOU...

We made our name in the gaming world by designing some of the best computer strategy simulations for the Apple®II computer. Which made for some very happy Apple® owners — but some very frustrated TRS-80® and Atari® owners. Well, we've done something about this unfortunate situation.

Two of our latest games — TIGERS IN THE SNOW™ and THE BATTLE OF SHILOH™ — are also available on cassette for the TRS-80®.

We've also made an Atari® version of our great fantasy wargame, THE SHATTERED ALLIANCE.™

And for you Apple owners, we've introduced enough new games, second editions, improved updates, and data disks for some of our other popular games to make sure you don't feel neglected.

Happy gaming!

STRATEGIC SIMULATIONS INC
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Mountain View, CA 94043

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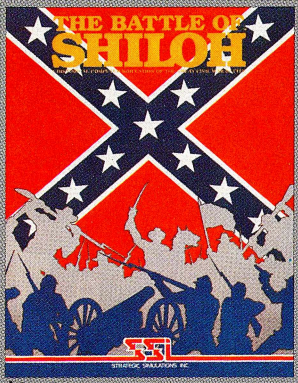
STRATEGIC SIMULATIONS INC

...FOR THE TRS-80®...

(on cassette for 16K TRS-80® Level II, Models I & III)



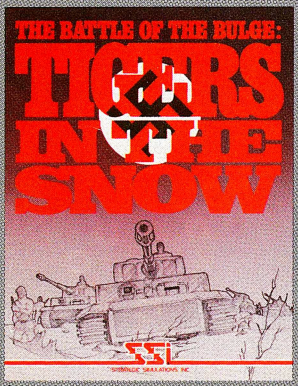
$24.95

This is the historically faithful recreation of the great Civil War conflict of April 6-7, 1862 — the Battle of Shiloh.

Every brigade of both Union and Secession armies present during the actual battle (including the Union gunboats moored off Pittsburg Landing) is accurately rated for movement, combat strengths, morale, and leadership. The battlefield map is presented in hex-grid form with terrain that consists of hills, fields, forests, rivers, bridges, and creeks. Artillery is provided; a step-reduction system is used to calculate combat results.

Innovations include the ability to fine-tune combat strengths for each side, which allows for balanced play between players of different abilities. You can also select four degrees of risk and four levels of an attack/defense's ferocity. All of which gives each side sixteen different possible strategies!

The computer can play either or both sides during solitaire.



$24.95

On December 16, 1944, Hitler launched a desperate surprise offensive against the thin Allied lines in the snow-covered Ardennes forest of Belgium and Luxemborg. He failed.

What a mad genius could not do, you may yet accomplish — in this historical simulation of the Battle of the Bulge.

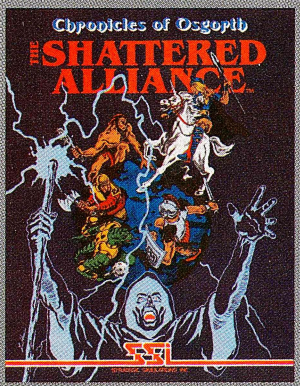
As the German commander, you must take your infantry and armor (such as the dreaded "Tiger" tanks) and storm through the Allied forces to reach the other side of the Meuse River. You must carefully regulate the expenditure of your precious fuel and supply.

As the Allied leader, you have to hold out against the blitzing Germans until reinforcements arrive. Using different attack/defense strategies, you must keep the enemy from taking towns and reaching the Meuse. Your air cover can help — if the weather is clear.

The game uses a step-reduction combat system. In solitaire, the computer can play either or both sides.

...FOR THE ATARI®...

(on disc for 48K ATARI® computer)



$39.95

THE SHATTERED ALLIANCE™ centers on the rich fantasy planet of Osgorth and its ethereal trappings. With 14 armies of dwarves, unicorns, amazons, centaurs, and humans (just to name a few) preassembled for you, you can conjure up 7 battle scenarios —even a battle of Osgorthian forces against Ancient armies such as Caesar's Legionnaires!

Color Hi-res graphics paints a beautiful, enchanted battlefield of knolls, mountains, forests, and open plains. There are five classes of infantry and three of cavalry. Your fantasy soldiers have been rated for armor, speed, strength, and morale. Their weapons can range from swords, javelins, and bows to rocks, clubs, and axes. And of course, there is magic to enhance a unit's speed, defense, attacking power, or courage.

Our proprietary **RapidFire** movement system makes this game fun, fast, and easy-to-play to let your imagination soar!

TRS-80 is a registered trademark of the Tandy Corporation.

Atari is a registered trademark of Atari Inc.

...FOR THE APPLE®...

(on disc for 48K Apple II with Applesoft ROM card or Apple II Plus)

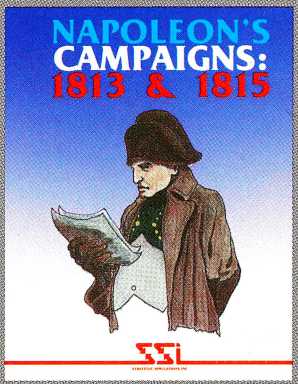
Outstanding color Hi-Res graphics reproduces the setting for this battalion-level game which recounts the Israeli counterattack to cross the Suez Canal during the October War of 1973 against Egypt.

The huge hex-grid map of the Sinai can be viewed on one screen or on twelve tactical screens with scrolling. More than ten unit types, including Egyptian SAM missile sites, are displayed. For historical realism, Egyptian and Israeli forces differ in efficiency levels and strength points. A unique "delayed move" feature allows for ambushes with infantry and artillery. The Israelis can send air strikes while Egypt can call in its air force to negate this threat.

The Israeli goal is to bridge and cross the Suez and establish a bridgehead. Egypt can effectively prevent this by destroying the massive, tank-carried Israeli bridging system.

In solitaire, the computer commands Egyptian forces.

$39.95



This is a hardcore strategist's dream-come-true; a dedicated gamer can truly appreciate the amazing detail and design efforts we've put into this Napoleonic simulation.

Leipzig and Waterloo are the two battles featured. Like Napoleon, Schwarzenberg, or Wellington, all your commands are sent to your troops and information about them received via dispatch. Knowledge of troop positions and estimates of enemy strength are only as good as your reconnaissance patrols.

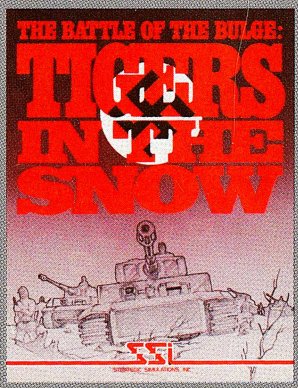
The computer plays the individual corps commanders, whose leadership ratings have been preprogrammed based on historical data. It is this varying leadership that will follow your orders to the letter, with hesitation, misinterpretation, or outright disobedience. Only by moving your headquarter unit (i.e.,yourself) as close to a battle as possible can you take direct charge of the course of events.

Night, rain, and varying terrain (displayed in Hi-Res graphics) all affect troop movement. Intricate rules that deal with the effects of fatigue, corps morale, and leadership provide a mere glimpse of the game's striking realism and historical authenticity. You'll find this a thrilling, accurate reflection of the uncertainty, frustration and challenge of warfare during the Napoleonic era. A solitaire scenario is included for both battles.

$59.95

Similar to TRS-80 version, but in color Hi-Res graphics.

$39.95



Similar to TRS-80 version, but in color Hi-Res graphics.

$39.95

Apple is a registered trademark of Apple Computer Inc.

THE COMPLETE LINE OF COMPUTER GAMES FROM STRATEGIC SIMULATIONS INC

This is a catalog of all our computer strategy simulations (as of Nov. 1981) — each of which has been developed using state-of-the-art programming for unequalled sophistication, realism, and playability.

Aside from two-player (or multiple-player) scenarios, every game allows for solitaire play where the computer assumes the role of an ever-ready, ever-competent adversary.

Our games are designed – with great thought and care – to challenge, excite, entertain, and even educate. They will not disappoint you. Our 14-day money-back guarantee is your assurance of complete satisfaction.

465 Fairchild Drive
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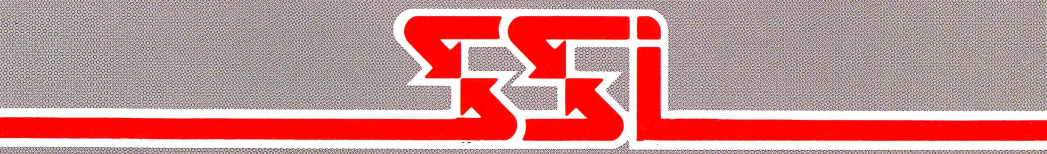
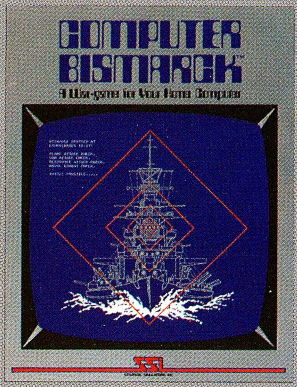
Unless otherwise specified, all games are on 5¼" discs for 48K Apple II with Applesoft ROM card or Apple II Plus.

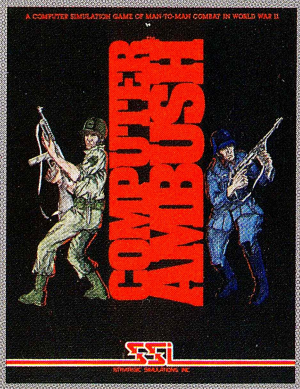


STRATEGY



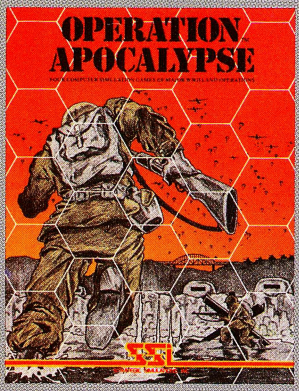
British ships and aircraft attempt to rid the North Atlantic of the epic German battleship.

$59.95



Germans vs. Americans in man-to-man combat during World War II. Available Dec. 1981.

$59.95



A tactical game with four scenarios re-creating battles on the Western Front in 1944-5.

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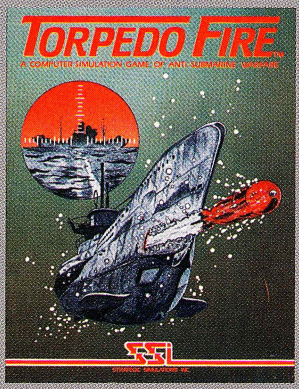

An exciting simulation of World War II anti-submarine warfare.

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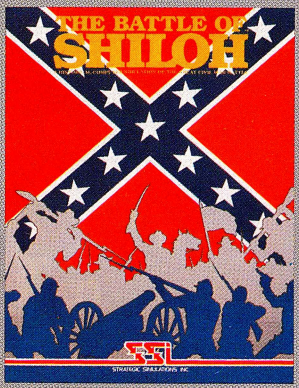
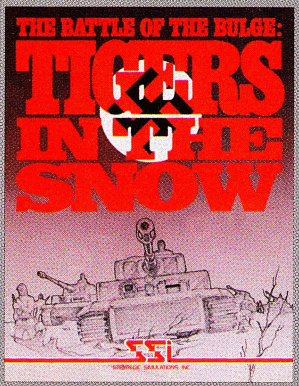


† The great Civil War battle for Tennessee revisited.

$39.95



† An operational-level game of Hitler's last, desperate assault— the Battle of the Bulge!

$39.95

† Also available on cassette for 16K TRS-80® Level I, Models I & III. $24.95 each.

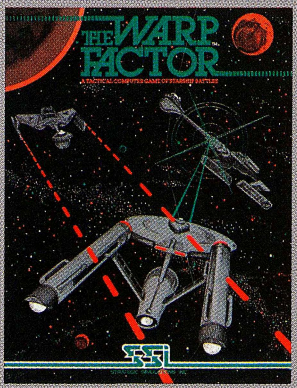
WARGAMES

Two tactical games on modern warfare: **Red Attack** and **Rebel Force.**

$39.95

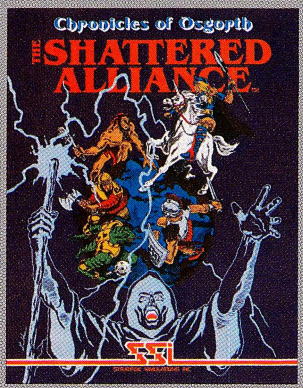
Re-enact World War II aerial warfare with 36 different planes from four nations.

$59.95



Interstellar battles with starships from five Galactic Empires.

$39.95



‡Exotic creatures battle with magic on Osgorth, the fantasy world. Historical Ancient armies included.

$59.95

Israelis counter-attack to cross the Suez Canal in 1973. Available Nov. 1981.

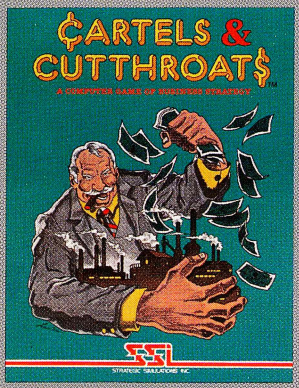
$39.95

The Emperor's notorious campaigns at Leipzig and Waterloo. Available Nov. 1981.

$59.95

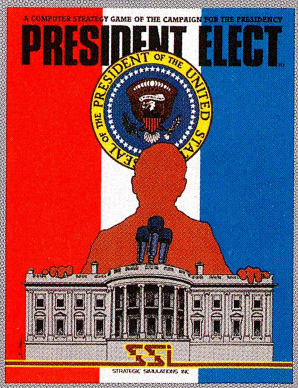
‡Also available on 5¼" disc for 48K Atari® home computer. $39.95.

GENERAL SIMULATIONS



Run your own megabucks corporation in the economic jungle of Big Business. For up to six players.

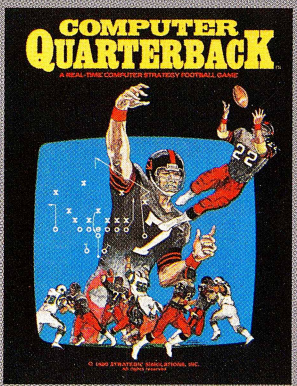
$39.95



Campaign for the presidency in the grueling nine-week race using historical or imaginary candidates.

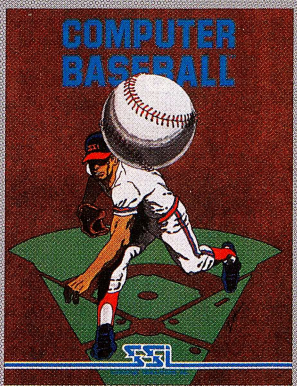
$39.95

SPORTS SIMULATIONS



Our popular real-time simulation of semi-pro and NFL football. Game paddles required.

$39.95



Use over 25 strategy options to manage a team of real major-league players or make up your own team.

$39.95

Updates & New Editions

These games now use our proprietary RDOS, allowing faster chaining and faster play.

COMPUTER QUARTERBACK™: The Second Edition. This real-time, strategy football simulation that gives you up to 36 offenses and 24 defenses has just been upgraded from good to great. Now, whether you play a two-player game or against the computer, you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately), you can use actual pro teams!

Sound effects such as whistles and sirens (after a touchdown) have been added to give the game a real flair. Sharper graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement.

In fact, a more realistic simulation would probably require shoulder pads.

Game paddles required. $39.95. 15,000 yen.

COMPUTER AMBUSH.™ The first COMPUTER AMBUSH put you in a small French village during World War II with ten German soldiers in man-to-man combat against ten Americans GI's.

Each soldier came rated for combat skills such as footspeed, strength, intelligence, and marksmanship. They were armed with grenades, rifles, automatic weapons, plastic explosives, bayonets, and even garottes. The fighting was so real, the stress of actual battle command so intense, you could practically feel your palms sweat. Which was why we subtitled it "the Sweat and Death of War".

The second version of COMPUTER AMBUSH not only makes the fighting even more realistic but its new assembly language lets you execute orders 25 times faster than the first. You can also create your own soldiers, assigning skills and distributing weapons among them as you like. You can even transfer weapons from one soldier to the next as play progresses.

Before you start this game, we certainly hope you're prepared for the most vicious fighting of your life! $59.95. 17,000 yen

COMPUTER AIR COMBAT.™ This version plays slightly faster than the old one and lets you use the new warplane data disk. $15 (send to SSI with your old disk).

OPERATION APOCALYPSE.™ The faster chaining in this update speeds up this game by 20 to 30 minutes. $15.00 (send to SSI with your old disk).

CARTELS & CUTTHROATS.™ Again, the efficiency of RDOS allows for slightly faster play. $15.00 (send to SSI with your old disk).

New Data Disks

Extra disks to enhance three of our best games.

Computer Quarterback NFL TEAMS DATA DISK. This contains player statistics for all 1980 and several historical NFL teams. (This disk can only be used with the second edition of Computer Quarterback™.) $15.00 (send to SSI).

Computer Baseball 1980 TEAMS DATA DISK. Update your major-league matchups with stats for all the 1980 AL and NL teams. $15.00 (send to SSI).

Computer Air Combat PLANES DATA DISK. Over 50 planes from World War II and the Korean War to add to your personal air force. Available December 1981. (For second edition of Computer Air Combat™ only.) $15.00 (send to SSI).

Prices are subject to change without notification.